

# GLOSSARY

## Section I. Abbreviations and Acronyms

<b>A</b>			
ABCA	American, British, Canadian, and Australian	CGS	common ground station
AC	Active Component	CI	counterintelligence
ACE	analysis and control element	CIA	Central Intelligence Agency
ACP	assault command post	CINC	Commander in Chief
ACR	Armored Cavalry Regiment	CIO	Central Imagery Office
ACT	analysis control team	CJCS	Chairman, Joint Chiefs of Staff
ADP	automatic data processing	CMISE	Corps MI Support Element
AEB	aerial exploitation battalion	co	company
AI	area of interest	COA	course of action
AM	amplitude modulation	COMINT	communications intelligence
ammo	ammunition	comms	communications
AMOPES	Army Mobilization and Operations Planning and Execution System	CONUS	continental United States
AO	area of operation	CP	command post
AR	Army regulation	C-RISTA	counterreconnaissance, intelligence, surveillance, and target acquisition
ARFOR	Army force	CS	combat support
ARM	antiradiation missile	CSG	cryptologic support group
ARNG	Army National Guard	CSS	combat service support
ARSOA	Army Special Operations Aviation	<b>D</b>	
ARSOF	Army Special Operations Forces	DA	Department of the Army
ASARS	Advanced Synthetic Aperture Radar System	DCI	Director, Central Intelligence
ASAS	All-Source Analysis System	DCSINT	Deputy Chief of Staff, Intelligence
ASC	Army service component	DEA	Drug Enforcement Agency
ASL	authorized stockage list	DF	direction finding
<b>B</b>		DIA	Defense Intelligence Agency
BCV	battle command vehicle	DISE	Deployable Intelligence Support Element
BDA	battle damage assessment	DIVARTY	division artillery
bde	brigade	DOCC	Deep Operations Coordination Cell
bn	battalion	DOD	Department of Defense
BOS	Battlefield Operating System	DP	decision point
<b>C</b>		DS	direct support
C <sup>2</sup>	command and control	DSNET3	Defense Secure Network 3
C <sup>2</sup> W	command and control warfare	DST	decision support template
C <sup>3</sup> I	command, control, communications, and intelligence	<b>E</b>	
CA	Civil Affairs	EA	electronic attack
CAARNG	California Army National Guard	EAC	echelons above corps
cav	cavalry	ECB	echelons corps and below
CCIR	commander's critical information requirement	ELINT	electronic intelligence
CD	counter-drug	EMCON	emission control orders
CENTCOM	Central Command	EP	electronic protection
		EPDS	Electronic Processing and Dissemination System
		EPW	enemy prisoner of war
		ES	electronic warfare support

ETUT	enhanced tactical users terminal	IPDS	Imagery Processing and Dissemination System
EW	electronic warfare	IPW	prisoner of war interrogation
EWO	electronic warfare officer	IR	information requirements
<b>F</b>		ISE	intelligence support element
FA	field artillery	<b>J</b>	
FBI	Federal Bureau of Investigation	J2	Intelligence Directorate
FIS	foreign intelligence service	JCMEC	Joint Captured Materiel Exploitation Center
FISINT	foreign instrumentation signals intelligence	JCS	Joint Chiefs of Staff
FM	frequency modulation; field manual	JDEC	Joint Document Exploitation Center
FRAGO	fragmentary order	JDISS	Joint Deployable Intelligence Support System
freq	frequency	JIC	Joint Intelligence Center
FSE	fire support element	JIF	Joint Interrogation Facility
FSO	fire support officer	Joint STARS/	
<b>G</b>		JSTARS	Joint Surveillance Target Attack Radar System
G2	Assistant Chief of Staff, G2 (Intelligence)	JTF	joint task force
G3	Assistant Chief of Staff, G3 (Operations and Plans)	JWICS	Joint Worldwide Intelligence Communications System
GBCS	ground-based common sensor	<b>L</b>	
GEN	general	LA	Los Angeles
GPS	Global Positioning System	LAN	local area network
GRCS	GUARDRAIL Common Sensor	LAPD	Los Angeles Police Department
GS	general support	LOC	lines of communication
GSM	ground station module	LOS	line of sight
GSR	ground surveillance radar	LRS	long-range surveillance
GS-R	general support-reinforcing	LRSU	long-range surveillance unit
GUARDRAIL	AN/USD-9A or 9B	LST	lightweight satellite terminal
<b>H</b>		LTIOV	latest time information is of value
HA	humanitarian assistance	<b>M</b>	
HPT	high-payoff target	MASINT	measurement and signature intelligence
HQ	headquarters	MDCI	multidiscipline counterintelligence
HTF	how to fight	METL	Mission Essential Task List
HUMINT	human intelligence	METT-T	mission, enemy, troops, terrain and weather, and time available
HVT	high-value target	MI	military intelligence
<b>I</b>		MICAT	Military Intelligence Combat Assessment Tables
I&W	indications and warnings	MIIDS	military intelligence integrated data base system
IDB	integrated data base	MITT	Mobile Integrated Tactical Terminal
IEW	intelligence and electronic warfare	MOS	military occupational specialty
IMETS	Integrated Meteorological System	MOUT	Military Operations on Urbanized Terrain
IMINT	imagery intelligence		
INSCOM	United States Army Intelligence and Security Command		
intel	intelligence		
INTREP	intelligence report		
INTSUM	intelligence summary		
IPB	intelligence preparation of the battlefield		

N		S	
NAI	named area of interest	S2	Intelligence Officer (US Army)
NATO	North Atlantic Treaty Organization	S3	Operations and Training Officer (US Army)
NBC	nuclear, biological, chemical	S&TI	scientific and technical intelligence
NEO	noncombatant evacuation operation	SANDCRAB	airborne jamming system
NGIC	National Ground Intelligence Center	SATCOM	satellite communication
NIST	National Intelligence Support Team	SCI	sensitive compartmented information
NMJIC	National Military Joint Intelligence Center	SEAD	suppression of enemy air defenses
NRO	National Reconnaissance Office	SECDEF	Secretary of Defense
NRT	near-real time	SF	Special Forces
NSA	National Security Agency	SHF	super high frequency
NSC	National Security Council	SIGINT	signals intelligence
O		SIR	specific information requirements
obj	objective	SOF	special operations forces
OCONUS	outside continental United States	SOFA	Status of Forces Agreement
OEM	original equipment manufacturer	SOR	specific orders and request
OOTW	operations other than war	SPIRIT	Special Purpose Intelligence Remote Integrated Terminal
OPCON	operational control	spt	support
OPLAN	operation plan	SSO	special security office
opns	operations	STANAG	Standardization Agreement
OPORD	operation order	SUCCESS	Synthesized UHF Computer Controller Enhanced Subsystem
OPSEC	operations security	survl	surveillance
P		SWA	Southwest Asia
PAO	public affairs office	T	
PIR	priority intelligence requirements	TAA	tactical assembly area
PLL	prescribed load list	TAI	target area of interest
POD	port of debarkation	TB	technical bulletin
PSYOP	psychological operations	TBP	to be published
pub	publication	TC	training circular
Q		TCAE	technical control and analysis element
QSTAG	Quadripartite Standardization Agreement	TEB	tactical exploitation battalion
QUICKFIX		TECHINT	technical intelligence
IIB	AN/ALQ-151(V)2	TENCAP	Tactical Exploitation of National Capabilities
R		TOC	tactical operations center
R	reinforcing	TPL	time phase line
RAOC	Rear Area Operations Center	TRAC	tactical radar correlator
RC	Reserve Components	TRACK-WOLF	AN/TRQ-152
REDTRAIN	Readiness Training	TRADOC	United States Army Training and Doctrine Command
REMBASS	Remotely Monitored Battlefield Sensor System	TROJAN	AN/FSQ-144V
rep	representative	TTP	tactics, techniques, and procedures
ret	retired	U	
RII	request for intelligence information	UAV	unmanned aerial vehicle
ROE	Rules of Engagement	UHF	ultra high frequency

UN	United Nations
US	United States (of America)
USAR	United States Army Reserve
USSID	United States Signal Intelligence Directive

	<b>W</b>
WAN	wide area network
WARM	wartime reserve modes

## Section II. Terms

**Area of interest** - The geographical area from which information and intelligence are required to permit planning or successful conduct of the command's operation. The AI is usually larger than the command's AO and battle space. The AI includes any threat forces or characteristics of the battlefield environment that will significantly influence the accomplishment of the command's mission.

**Area of operations** - That portion of an area of conflict necessary for military operations. AOs are geographical areas assigned to commanders for which they have responsibility and in which they have the authority to conduct military operations.

**Battle command** - The art of battle decision making, leading, and motivating soldiers in their organizations into action to accomplish missions. Includes visualizing current state and future state, then formulating concepts of operations to get from one to the other at least cost. Also includes assigning missions; prioritizing and allocating resources; selecting the critical time and place to act; and knowing how and when to make adjustments during the fight.

**Battle damage assessment** - The timely and accurate estimate of damage resulting from the application of military force, either lethal or nonlethal, against an objective or target.

**Battle space** - Components determined by the maximum capabilities of a unit to acquire and dominate the enemy; includes areas beyond the AO; it varies over time according to how the commander positions his assets. It depends on the command's ability to both acquire and

engage targets using its own assets or those of other commands on its behalf.

**Battlefield operating system** - The major functions performed by the force on the battlefield to successfully execute Army operations in order to accomplish military objectives. BOS form a framework for examining complex operations in terms of functional operating systems. The systems include maneuver, fire support, air defense, C<sup>2</sup>, intelligence, mobility and survivability, and CSS.

**BOS synchronization matrix** - A written record of wargaming. The BOS synchronization matrix depicts the criteria that generate each anticipated friendly decision and the resulting action by each friendly BOS. Other information required to execute a specific friendly COA may also be included.

**Branch** - A contingency option built into the basic plan for changing the disposition, orientation, or direction of movement of the force.

**Capability** - The ability to successfully perform an operation or accomplish an objective. The evaluation of capabilities includes an assessment of a force's current situation as well as its organization, doctrine, and normal TTPs. Capabilities are stated in terms of broad COAs and supporting operations. Generally, only capabilities that will influence accomplishment of the friendly command's mission are addressed.

**Center of gravity** - The hub of all power and movement upon which everything depends. That characteristic, capability, or location from which enemy and friendly forces derive their freedom of action, physical strength, or the will to fight.

**Command and control** - The exercise of authority and direction by a properly designated commander over assigned or attached forces in the accomplishment of the mission. C<sup>2</sup> functions are performed through an arrangement of personnel, equipment, communications, computers, facilities, and procedures employed by a commander in planning, directing, coordinating, and controlling forces and operations in the accomplishment of the mission. C<sup>2</sup> refers to the information systems the commander and staff use to conduct operations.

**Command and control-protection** - The division of C<sup>2</sup>W that seeks to deny, negate, or turn to friendly advantage of adversary efforts to destroy, disrupt, and deny information in the US and allied C<sup>2</sup> system, including its supporting communications, information, and intelligence activities.

**Command and control system** - The combination of personnel, equipment, communications, computers, facilities, and procedures employed by the commander in planning, directing, coordinating, and controlling forces and operations in the accomplishment of the mission. The basic functions of a C<sup>2</sup> system are **sensing** valid information about events and the environment, **reporting** information, **assessing** the situation and associated alternatives for action, **deciding** on an appropriate COA, and **ordering** actions in correspondence with the decision.

**Command and control warfare** - The integrated use of OPSEC, military deception, PSYOP, EW, and physical destruction mutually supported by intelligence, to deny information to, influence, degrade or destroy adversary C<sup>2</sup> capabilities, while protecting friendly C<sup>2</sup> capabilities against such action. C<sup>2</sup>W applies across the full range of military operations and all levels of war.

**Common understanding of the battlefield** - How the commander and staff perceive the battlefield environment. It includes the sum of all that is known or perceived of friendly and threat forces and the effects of the battlefield environment.

**Counter-command and control** - Those measures taken to prevent effective C<sup>2</sup> of adversary forces

by denying information to, influencing, degrading, or destroying the adversary C<sup>2</sup> system.

**Course of action** - A possible plan open to an individual or commander that would accomplish or is related to accomplishment of the mission. A COA is initially stated in broad terms with the details determined during staff wargaming. To develop COAs, the staff must focus on key information and intelligence necessary to make decisions. COAs include five elements: **WHAT** (the type of operation), **WHEN** (the time the action will begin), **WHERE** (boundaries, axis, etc.), **HOW** (the use of assets), and **WHY** (the purpose or desired end-state).

**Critical node** - An element, position, or communications entity whose disruption or destruction immediately degrades the ability of a force to C<sup>2</sup>, or effectively conduct combat operations.

**Decision point** - The point in space and time where the commander or staff anticipates making a decision concerning a specific friendly COA. DPs are usually associated with threat force activity or the battlefield environment and are therefore associated with one or more NAIs. DPs also may be associated with the friendly force and the status of ongoing operations.

**Decision support template** - A graphic record of wargaming. The DST depicts DPs, timelines associated with movement of forces and the flow of the operation, and other key items of information required to execute a specific friendly COA.

**Decisive point** - A point, usually geographical in nature, that, when retained, provides a commander with a marked advantage over his opponent. Decisive points could also include other physical elements such as enemy formations, CPs, and communications nodes.

**Delaying operation** - An operation usually conducted when the commander needs time to concentrate or withdraw forces, to establish defenses in greater depth, to economize in an area, or to complete offensive actions elsewhere. In the delay, the destruction of the enemy force is secondary to slowing his advance to gain time. Delay missions are delay in sector, or delay

forward of a specified line for a specified time or specified event.

**Doctrinal template** - A model based on postulated threat doctrine. Doctrinal templates illustrate the disposition and activity of threat forces and assets (HVTs) conducting a particular operation unconstrained by the effects of the battlefield environment. They represent the application of threat doctrine under ideal conditions. Ideally, doctrinal templates depict the threat's normal organization for combat, frontages, depths, boundaries and other control measures, assets available from other commands, objective depths, engagement areas, and battle positions. Doctrinal templates are usually scaled to allow ready use on a map background. They are one part of a threat model.

**Event matrix** - A description of the indicators and activity expected to occur in each NAI. It normally cross-references each NAI and indicator with the times they are expected to occur and the COAs they will confirm or deny. There is no prescribed format.

**Event template** - A guide for collection planning. The event template depicts the NAIs where activity (or its lack) will indicate which COA the threat has adopted.

**Electronic Warfare** - Consists of three subcomponents: electronic attack (EA), electronic warfare support (ES), and electronic protection (EP).

**Global information systems** - Non-DOD information systems (media, government agencies, nongovernmental organizations, international organizations, foreign governments, and industry) which collect, process, and disseminate information about operations. These systems largely operate autonomously and are not subject to control by the Army. The information they publish is accessible to all interested parties and can significantly impact decision making and execution.

**High-payoff target** - Targets whose loss to the threat will contribute to the success of the friendly COA.

**High-value target** - Assets that the threat commander requires for the successful completion of a specific COA.

**Indications and warnings** - One of the six IEW tasks.

**Indicators** - Positive or negative evidence of threat activity or any characteristic of the AO which points toward threat vulnerabilities or the adoption or rejection by the threat of a particular capability, or which may influence the commander's selection of a COA. Indicators may result from previous actions or from threat failure to take action.

**Information** - In intelligence usage, unevaluated material of every description that may be used in the production of intelligence.

**Information requirement** - An intelligence requirement of lower priority than the PIR of lowest priority.

**Information systems** - A term generally applicable to all installations, fabrications, or facilities for originating, transferring, processing, and storing data which may be used for the support and control of military forces or government.

**Information systems security** - A composite of means to protect telecommunications systems and automated information systems and the information they process.

**Intelligence preparation of the battlefield** - The systematic, continuous process of analyzing the threat and environment in a specific geographic area. IPB is designed to support the staff estimate and military decision making process. Most intelligence requirements are generated as a result of the IPB process and its interrelation with the decision making process.

**Intelligence requirement** - A requirement for intelligence to fill a gap in the command's knowledge and understanding of the battlefield or threat forces. Intelligence requirements are designed to reduce the uncertainties associated with successful completion of a specific friendly COA; a change in the COA usually leads to a change in intelligence requirements. Intelligence requirements that support decisions which affect the overall mission accomplishment, such as choice of a COA, branch, or sequel, are designated as PIR. Less important intelligence requirements are designated as IR.

**Intelligence support base** - Intelligence support base describes the principal organization in a split-based operation from which a deployed commander pulls intelligence. Located in CONUS or at a location outside the AO, the intelligence support base performs collection management; produces and disseminates tailored intelligence products; and maintains accessible intelligence data bases needed to support the deployed commander. It may possess the capability of collecting and processing information on the AO. In most cases, the intelligence support base will provide the follow-on IEW assets which deploy to the AO.

**Lines of communication** - All the routes (land, water, and air) that connect an operating military force with one or more bases of operations and along which supplies and military forces move. Note that not all roads, or rails are LOCs. Some are unsuited, others may be suitable, but not used. Note also that in this context, a communications center is an area where LOCs converge, such as transshipment points or hub-pattern cities (for example, Bastogne, Belgium).

**Latest time information is of value** - The time by which information must be delivered to the requestor in order to provide decision makers with timely intelligence. Sometimes the LTIOV is the expected time of a decision anticipated during staff wargaming and planning. If someone other than the decision maker must first process the information, the LTIOV is earlier than the time associated with the DP. The time difference accounts for delays in processing and communicating the final intelligence to the decision maker.

**Mission, enemy, troops, terrain and weather, and time available** - Used to describe the factors that must be considered during the planning or execution of a tactical operation. Since these factors vary in any given situation, the term "METT-T dependent" is a common way of denoting that the proper approach to a problem in any situation depends on these factors and their interrelationship in that specific situation.

**Military Intelligence** - A branch of the United States Army.

**Named area of interest** - The geographical area where information that will satisfy a specific information requirement can be collected. NAI are usually selected to capture indications of threat COAs but also may be related to conditions of the battlefield.

**Nuclear, biological, chemical** - Used to denote weapons or operations which depend on NBC warheads or agents for their casualty-producing effects; or which protect or defend against or react to their use.

**Order of battle** - Intelligence pertaining to identification, strength, command structure, and disposition of personnel, units, and equipment of any military force. The order of battle factors form the framework for analyzing military forces and their capabilities, building threat models, and hence developing COA models.

**Possible** - Information or intelligence reported by only one independent source is classified as "possibly true." The test for independence is certainty that the information report of a source was not derived from some other source, usually resulting in reliance on original reporting. A classification of "possibly true" cannot be based on analytical judgment alone.

**Priority intelligence requirement** - An intelligence requirement associated with a decision that will affect the overall success of the command's mission. PIR are a subset of intelligence requirements of a higher priority than information requirements. PIR are prioritized among themselves and may change in priority over the course of the operation's conduct.

**Probable** - Information or intelligence reported by two independent sources is classified as "probably true." The test for independence is certainty that the information report of one source was not derived from the other source, usually resulting in reliance on original reporting. Analytical judgment counts as one source. Ensure that no more than one source is based solely on analytical judgment.

**Reconnaissance** - A mission undertaken to obtain information by visual observation, or other detection methods, about the activities and resources of an enemy or potential enemy, or about the meteorologic, hydrographic, or geographic characteristics of a particular area. Reconnaissance differs from surveillance primarily in duration of the mission.

**Retrograde** - An organized movement to the rear or away from the enemy. It may be forced by the enemy or may be made voluntarily. Such movements may be classified as withdrawal, retirement, or delaying operations.

**Sequel** - Major operations that follow an initial major operation. Plans for sequels are based on the possible outcome—victory, stalemate, or defeat—of the current operation.

**Situation template** - Depictions of assumed threat dispositions, based on threat doctrine and the effects of the battlefield, if the threat should adopt a particular COA. In effect, they are the doctrinal template depicting a particular operation modified to account for the effects of the battlefield environment and the threat's current situation (training and experience levels, logistic status, losses, dispositions). Normally the situation template depicts threat units two levels of command below the friendly force as well as the expected locations of HVTs. Situation

templates use TPLs to indicate movement of forces and the expected flow of the operation. Usually, the situation template depicts a critical point in the COA. Situation templates are one part of a threat COA model. Models may contain more than one situation template.

**Specific information requirement** - Specific information requirements describe the information required to answer all or part of an intelligence requirement. A complete SIR describes the information required, the location where the required information can be collected, and the time during which it can be collected. Generally, each intelligence requirement generates sets of SIRs.

**Specific order or request** - The order or request that generates planning and execution of a collection mission or analysis of data base information. SORs sent to subordinate commands are orders. SORs sent to other commands are requests. SORs often use system-specific message formats but also include standard military operations and FRAGOs.

**Surveillance** - The systematic observation of airspace or surface areas by visual, aural, photographic, or other means. Surveillance differs from reconnaissance primarily in duration of the mission.

**Target area of interest** - The geographical area where HVTs can be acquired and engaged by friendly forces. Not all target areas of interest (TAIs) will form part of the friendly COA; only TAI associated with HPTs are of interest to the staff. These are identified during staff planning and wargaming. TAIs differ from engagement areas in degree. Engagement areas plan for the use of all available weapons; TAIs might be engaged by a single weapon.